

VOCABULARY GAMES



WHY IS VOCABULARY SO IMPORTANT?

Being a better reader is all about exposure to words. The more words students interact with, the wider their depth of knowledge and deeper their comprehension.

There is a strong correlation between word knowledge and comprehension.

“The relationship between vocabulary and reading proficiency is so powerful that there is evidence that vocabulary size in kindergarten is an effective predictor of reading comprehension and academic achievement in the later school years.” (Scarborough 2001)

The Common Core State Standards shift focus to academic vocabulary.

Robert Marzano has identified the following research based steps for effective K-8 for Vocabulary Instruction



Marzano's Six Step Approach

1. **Explain**- Provide a student-friendly description, explanation or example of the new term.
2. **Restate**- Ask students to restate the description, explanation or example in their own words.
3. **Show**- Ask students to construct a picture, symbol or graphic representation of the term.
4. **Discuss**- Engage students periodically in structured vocabulary discussion that help them add to their knowledge of the term.
5. **Refine and Reflect**- Periodically ask students to return to their words to discuss and refine understanding.
6. **Learning Games**- Involve students periodically in games that allow them to play with terms.



HOW CAN YOU
SUPPORT YOUR
CHILD?





ON THE GO GAMES



Categories- name items in a given category, no repetitions! This game helps with word retrieval, speed and memory. Make it fun by customizing the category to your group.

Ex: animals, foods, names, etc.

ABC Race- list items alphabetically. This game is especially fun when traveling. This game helps with word retrieval, speed and creativity.

Ex: Start with “A”, name something you see, move onto “B”, etc.

Comparisons- One person lists two items, others try to guess their similarities/differences. This game can be modified for younger or older players. This game helps with word meanings and prepares students for more complex word analysis.

Ex: sun/moon, monarchy/dictatorship



ON THE GO GAMES

Two of a Kind- Partners/Groups create pairs of flashcards. The pairs can be synonyms, antonyms or homonyms. Groups exchange cards, place them upside down and take turns turning one over at a time with the ultimate goal of matching all flashcards. For an extra challenge consider timing each group.

Ex: break/brake, waive/wave, always/never, waste/conserve, multiply/divide

Comparisons- One person lists two items, others try to guess their similarities/differences. This game can be modified for younger or older players. This game helps with word meanings and prepares students for more complex word analysis.

Ex: sun/moon, monarchy/dictatorship

ONLINE GAMES



Vocab.co - <http://www.vocabulary.co.il/>

Wide variety of vocabulary games, adjustable levels of difficulty.

Free Rice - <http://freerice.com/#/english-vocabulary/1444>

Fun site where playing vocabulary games also helps donate rice! Challenge levels available.

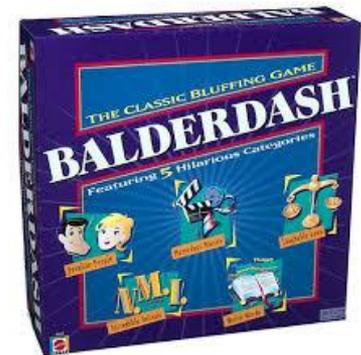
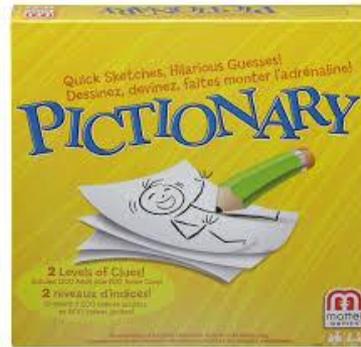
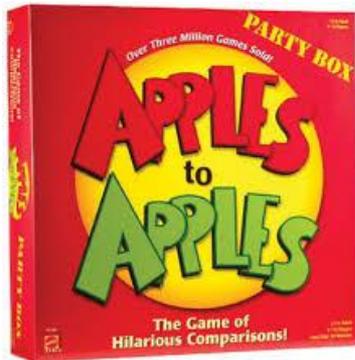
Learning Games for Kids-

http://www.learninggamesforkids.com/vocabulary_games.html

Wide variety of vocabulary games, adjustable levels of difficulty.

Sign up for
dictionary.com
word of the day!

BOARD GAMES ☺



ADDITIONAL RESOURCES



If you'd like to learn more about Robert Marzano and his vocabulary research

<http://www.marzanoresearch.com/research/about>

<http://www.ascd.org/publications/educational-leadership/sept09/vol67/num01/Six-Steps-to-Better-Vocabulary-Instruction.aspx>

If you'd like some general tips to incorporate vocabulary support into your day

<http://www.readingrockets.org/helping/target/vocabulary>

<http://www.parenttoolkit.com/index.cfm?objectid=97AA2240-F7CE-11E3-921A0050569A5318>

<http://homeliteracyblueprint.com/building-vocabulary/>